



1) Download unreal4 assets trimmed

2) Single Click on

MAS22_SciencePar....zip 🔨

It will open like this



3) Drag to desktop. This will unzip it. You will get this on the desktop



4) Open Unreal





6) Hist Browse and navigate to the project on the desktop

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7) Hit Open

IMPORTANT When you get this dialogue hit More Options

This project was made with a different version of the Unreal Engine. Converting to this version will rebuild your code projects. New features and improvements sometimes cause API changes, which may require you to modify your code before it compiles. Content saved with newer versions of the editor will no open in older versions. We recommend you open a copy of your project to avoid damaging the original.	Convert Pro	oject							
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Then hit Convert in Place



8) When prompted Hit Open with Visual Studio



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10) If the compiler complains it does not have enough page size do the following

- a) Shut compiler
- b) Delete .vs and Binaries folders
- c) Fire up Unreal. You will get this



- d) Choose Yes and Unreal will start
- e) Choose Maps folder in Unreal (at the bottom) and double-click SciencePark
- 11) go to Place Actors and drag MAS22 Wind Turbine into the level
- 12) Delete the existing Turbine. Save.

